

BASE SKILLS

AGILITY	<input type="radio"/>
CHARISMA	<input type="radio"/>
ENDURANCE	<input type="radio"/>
STRENGTH	<input type="radio"/>
WILLPOWER	<input type="radio"/>

ADVENTURE SKILLS

CRAFTSMANSHIP	<input type="radio"/>
DECEPTION	<input type="radio"/>
ERUDITION	<input type="radio"/>
GAMES	<input type="radio"/>
HUNTING	<input type="radio"/>
INSIGHT	<input type="radio"/>
INVESTIGATION	<input type="radio"/>
JURISPRUDENCE	<input type="radio"/>
LANGUAGE	<input type="radio"/>
LEGENDS	<input type="radio"/>
MAGIC	<input type="radio"/>
MEDICINE	<input type="radio"/>
MERCANTILISM	<input type="radio"/>
METEOROLOGY	<input type="radio"/>
MUSIC	<input type="radio"/>
PERCEPTION	<input type="radio"/>
REPUTE	<input type="radio"/>
RIDING	<input type="radio"/>
SEAFARING	<input type="radio"/>
SLEIGHT OF HAND	<input type="radio"/>
STEALTH	<input type="radio"/>
SURVIVAL	<input type="radio"/>
TACTICS	<input type="radio"/>

BATTLE SKILLS

ARCHERY	<input type="radio"/>
AXES	<input type="radio"/>
BRAWLING	<input type="radio"/>
KNIVES	<input type="radio"/>
SHIELDS	<input type="radio"/>
SPEARS	<input type="radio"/>
SWORDS	<input type="radio"/>
THROWING WEAPONS	<input type="radio"/>

KOPPARHAVETS HJÄLTAR

CAMPAIGN

HEALTH GUARD

<input type="text"/>	<input type="text"/>
45	45
44	44
43	43
42	42
41	41
40	40
39	39
38	38
37	37
36	36
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34	34
33	33
32	32
31	31
30	30
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16	16
15	15
14	14
13	13
12	12
11	11
10	10
9	9
8	8
7	7
6	6
5	5
4	4
3	3
2	2
1	1
0	0

CHARACTER

NAME	PLAYER
CLASS	SPECIES
DESCRIPTION	

BACKGROUND

BIRTHPLACE	YEAR
SOCIAL STANDING	
EVENTS	
CONTACTS	
ORGANIZATIONS	
LOCATIONS	

Portrait/Coat of arms/Seal

TRAITS

Activate to flip a roll

LANGUAGES

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ABILITIES

SPECIES ABILITY
CLASS ABILITY
LEARNED ABILITIES

LEARNING

	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Use experience crosses from skills to make skill rolls

ARMOR

DAMAGE REDUCTION

PROPERTIES

			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dice for initiative (pick the two highest rolls)

WEAPONS

DAMAGE

PROPERTIES

